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Unique solved — awu

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 189

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[awu's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[awu's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[awu's solution](#)

4.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[awu's solution](#)

5.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[awu's solution](#)

6.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,650 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[awu's solution](#)

7.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[awu's solution](#)

8.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[awu's solution](#)

9.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[awu's solution](#)

10.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[awu's solution](#)

11.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[awu's solution](#)

12.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[awu's solution](#)

13.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2024-10-03 · last AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: implementation, strings
[awu's solution](#)

14.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[awu's solution](#)

15.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[awu's solution](#)

16.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[awu's solution](#)

17.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[awu's solution](#)

18.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[awu's solution](#)

19.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,344 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[awu's solution](#)

20.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[awu's solution](#)

21.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awu's solution](#)

22.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,417 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[awu's solution](#)

23.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awu's solution](#)

24.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,456 global accepts · Rating: 800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awu's solution](#)

25.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[awu's solution](#)

26.

1810A

[Beautiful Sequence](#) · [Tutorial](#)

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[awu's solution](#)

27.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,471 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[awu's solution](#)

28.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,689 global accepts · Rating: 800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awu's solution](#)

29.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[awu's solution](#)

30.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[awu's solution](#)

31.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[awu's solution](#)

32.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[awu's solution](#)

33.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[awu's solution](#)

34.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awu's solution](#)

35.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awu's solution](#)

36.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[awu's solution](#)

37.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,969 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[awu's solution](#)

38.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[awu's solution](#)

39.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[awu's solution](#)

40.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[awu's solution](#)

- 41.**
1916B
[Two Divisors](#) · [Tutorial](#)
Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[awu's solution](#)
- 42.**
1859B
[Olya and Game with Arrays](#) · [Tutorial](#)
Quality: 43,909 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[awu's solution](#)
- 43.**
1802B
[Settlement of Guinea Pigs](#) · [Tutorial](#)
Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[awu's solution](#)
- 44.**
2138A
[Cake Assignment](#) · [Tutorial](#)
Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[awu's solution](#)
- 45.**
2029B
[Replacement](#) · [Tutorial](#)
Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[awu's solution](#)
- 46.**
1917B
[Erase First or Second Letter](#) · [Tutorial](#)
Quality: 36,359 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[awu's solution](#)
- 47.**
1864B
[Swap and Reverse](#) · [Tutorial](#)
Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[awu's solution](#)
- 48.**
2196A
[Game with a Fraction](#) · [Tutorial](#)
Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[awu's solution](#)
- 49.**
2178C
[First or Second](#) · [Tutorial](#)
Quality: 15,701 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[awu's solution](#)
- 50.**
2135A
[Against the Difference](#) · [Tutorial](#)
Quality: 18,346 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[awu's solution](#)

51.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[awu's solution](#)

52.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[awu's solution](#)

53.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[awu's solution](#)

54.

1934B

[Yet Another Coin Problem](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1200 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[awu's solution](#)

55.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[awu's solution](#)

56.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[awu's solution](#)

57.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[awu's solution](#)

58.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[awu's solution](#)

59.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[awu's solution](#)

60.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,057 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[awu's solution](#)

61.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,494 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[awu's solution](#)

62.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,645 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[awu's solution](#)

63.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[awu's solution](#)

64.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[awu's solution](#)

65.

1978C

[Manhattan Permutations](#) · [Tutorial](#)

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[awu's solution](#)

66.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[awu's solution](#)

67.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[awu's solution](#)

68.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[awu's solution](#)

69.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[awu's solution](#)

70.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[awu's solution](#)

71.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[awu's solution](#)

72.

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[awu's solution](#)

73.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2024-10-03 · Python 3 (first AC) · Tags: implementation, math

[awu's solution](#)

74.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,164 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[awu's solution](#)

75.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[awu's solution](#)

76.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[awu's solution](#)

77.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[awu's solution](#)

78.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[awu's solution](#)

79.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[awu's solution](#)

80.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[awu's solution](#)

81.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[awu's solution](#)

82.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[awu's solution](#)

83.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[awu's solution](#)

84.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[awu's solution](#)

85.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[awu's solution](#)

86.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[awu's solution](#)

87.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[awu's solution](#)

88.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[awu's solution](#)

89.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2024-10-03 · Python 3 (first AC) · Tags: expression parsing, greedy, strings
[awu's solution](#)

90.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[awu's solution](#)

91.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[awu's solution](#)

92.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[awu's solution](#)

93.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[awu's solution](#)

94.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[awu's solution](#)

95.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[awu's solution](#)

96.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awu's solution](#)

97.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[awu's solution](#)

98.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[awu's solution](#)

99.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[awu's solution](#)

100.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[awu's solution](#)

101.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[awu's solution](#)

102.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[awu's solution](#)

103.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[awu's solution](#)

104.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[awu's solution](#)

105.

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[awu's solution](#)

106.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[awu's solution](#)

107.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awu's solution](#)

108.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[awu's solution](#)

109.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[awu's solution](#)

110.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[awu's solution](#)

111.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[awu's solution](#)

112.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[awu's solution](#)

113.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[awu's solution](#)

114.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[awu's solution](#)

115.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,196 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[awu's solution](#)

116.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[awu's solution](#)

117.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[awu's solution](#)

118.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[awu's solution](#)

119.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[awu's solution](#)

120.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[awu's solution](#)

121.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[awu's solution](#)

122.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awu's solution](#)

123.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[awu's solution](#)

124.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[awu's solution](#)

125.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[awu's solution](#)

126.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[awu's solution](#)

127.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[awu's solution](#)

128.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[awu's solution](#)

129.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awu's solution](#)

130.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[awu's solution](#)

131.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[awu's solution](#)

132.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[awu's solution](#)

133.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[awu's solution](#)

134.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[awu's solution](#)

135.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[awu's solution](#)

136.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[awu's solution](#)

137.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[awu's solution](#)

138.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[awu's solution](#)

139.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[awu's solution](#)

140.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[awu's solution](#)

141.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[awu's solution](#)

142.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[awu's solution](#)

143.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[awu's solution](#)

144.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[awu's solution](#)

145.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[awu's solution](#)

146.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[awu's solution](#)

147.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[awu's solution](#)

148.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[awu's solution](#)

149.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-04-01 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[awu's solution](#)

150.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[awu's solution](#)

151.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[awu's solution](#)

152.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[awu's solution](#)

153.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[awu's solution](#)

154.

1784C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[awu's solution](#)

155.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[awu's solution](#)

156.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[awu's solution](#)

157.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[awu's solution](#)

158.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[awu's solution](#)

159.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[awu's solution](#)

160.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[awu's solution](#)

161.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[awu's solution](#)

162.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[awu's solution](#)

163.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[awu's solution](#)

164.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[awu's solution](#)

165.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[awu's solution](#)

166.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[awu's solution](#)

167.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[awu's solution](#)

168.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[awu's solution](#)

169.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[awu's solution](#)

170.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[awu's solution](#)

171.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[awu's solution](#)

172.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[awu's solution](#)

173.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers
[awu's solution](#)

174.

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[awu's solution](#)

175.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[awu's solution](#)

176.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[awu's solution](#)

177.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[awu's solution](#)

178.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[awu's solution](#)

179.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[awu's solution](#)

180.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awu's solution](#)

181.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[awu's solution](#)

182.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[awu's solution](#)

183.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[awu's solution](#)

184.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[awu's solution](#)

185.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[awu's solution](#)

186.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[awu's solution](#)

187.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[awu's solution](#)

188.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[awu's solution](#)

189.

2039H1

[Cool Swap Walk \(Easy Version\) - Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[awu's solution](#)